



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAL, OR ACCESSORY.



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Thank you for selecting the Super Nintendo Entertainment System® Star Fox 2™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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A peaceful quiet has fallen over the Lylat system. The once awesome and terrible empire of the mad scientist Andross, lies in ruins across the dry, rocky plains of Venom. The Star Fox team, a band of ex-military soldiers for hire, begins the long journey home to Papetoon aboard their new ship, the Great Fox. The name had struck them all as ridiculous but it wasn't a good idea to argue with General Pepper, who insisted on not only a handsome reward for their service to the Cornerian Army but the ship as well.

Time passes uneventfully on Papetoon. Thanks to their substantial monetary reward from General Pepper, the Star Fox team grows to include two new members, Fay and Miyu. Slippy uses the down time to not only improve upon the Arwing, but to develop two new fighters as well.

Meanwhile, across the galaxy, an all too familiar evil plots its revenge.

Andross is alive!

One by one Cornerian outposts all across Lylat begin falling silent. Soon General Pepper's worst fears are realized when a Cornerian military convoy is destroyed by a strange creature, that could only be the work of one man.



"Send word to the planet Papetoon, we need Fox McCloud, we need Star Fox!"

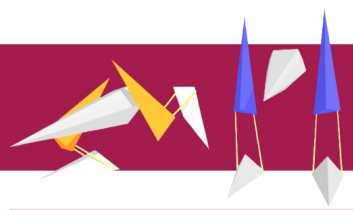
CONTROLLER INFORMATION



Flight Mode

L Button: Left Barrel Roll	A Button: Brake
R Button: Right Barrel Roll	B Button: Blaster
Start Button: Pause / View Map Screen	X Button: Special Item
Select Button: Transform	Y Button: Boost

Control Pad
Descend, Ascend, Turn



Walker Mode

L Button: Turn Left	A Button: Jump/Swim
R Button: Turn Right	B Button: Blaster
Start Button: Pause / View Map Screen	X Button: Special Item
Select Button: Transform	Y Button: Accelerate After Jump

Control Pad:
Forwards, Sidestep, Backwards



Map Screen

Control Pad: Select Destination	B Button: Confirm Destination
X Button: Cancel (stops time)	Y Button: Cancel (stops time)

HOW TO PLAY STAR FOX 2

Insert the game cartridge correctly into the Super NES™ system and turn the power ON. The demonstration sequence will be displayed, followed by the title screen. When the title screen appears, press the START Button.

- The title screen will appear if you press any button during the demonstration sequence



Pilot Selection

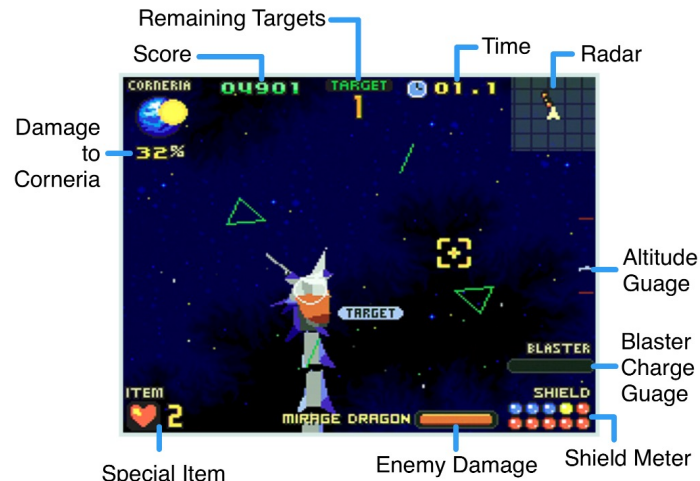
You have six different pilots to choose from. The story revolves around the main character and wingman that you select at the beginning of the game. There are three different classes of Arwing, each character always flies the same type.



On the pilot selection screen, you'll choose your main character by pressing the B Button (cancel by pressing the X or Y Button). Select the icon on the far right to switch between the four different control types. Your wingman will be chosen automatically, but you can change the selection if you wish.



GAME SCREEN



Remaining Targets

Shows the number of targets remaining in the area.

Time

Displays the time elapsed since the beginning of battle.

Radar

Displays objects in the immediate vicinity of your craft.

Blaster Charge Gauge

Hold down the B Button to charge the blaster. Once the gauge is full you can shoot a power-blaster shot, if you take damage while charging, the gauge will empty. Charging speed varies depending on which type of Arwing you are flying.

Enemy Damage

Indicates the amount of damage you've inflicted on enemy bosses.

ITEMS

Blaster

The Arwing laser cannon. Shoot it by pressing the B Button.

Power Blaster

Hold down the B Button to charge this blaster. When the charge gauge is full you can shoot a power-blaster shot



Twin Blasters

Pick up the capsule shown on the right, and you'll be able to fire two shots simultaneously. Pick up a second one, and your twin blasters will be upgraded to the more powerful type-B cannons.



Smart Bombs

The standard loadout on prototype-model Arwings. These bombs deal a high level of damage.



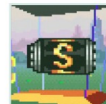
Space Relief

The default special item of an Armoured Arwing. It replenishes the craft's shields.



Super Shield

The Light Arwing is equipped with super shields by default. When used, these surround the craft with a powerful barrier, making it impervious to damage for a limited time.



Repair

Restores two segments of the Arwing's shield meter. When dropped by an enemy, this item will vanish after time has passed.



Shield Square

Step on it with the Arwing in Walker form and the Shield Square will regenerate the Arwing's shields.



Pepper Coins

These golden coins are found during battle. Coins you've collected are displayed at the top right of the results screen.



STAR FOX TEAM

Fox

The leader of the Star Fox team, Fox was raised by his father James on the planet Papetoon. After his father was killed in a test flight orchestrated by Andross, Fox left the military academy to form Star Fox. His military training has made him a well rounded pilot with a good balance of offense and defense.



Falco

Before leaving the academy to join Star Fox, Falco and Fox had a reputation as the two best pilots Corneria had ever seen. The strict military life never suited Falco, and he was delighted when Fox gave him a reason to leave. Like Fox, Falco balances offense and defense to be an excellent all around pilot.



Peppy Hare

An old friend of Fox's father James, Peppy took a special interest in Fox. Peppy's years of service and close friendship with General Pepper, have helped keep the team out of trouble even when their activities are a little less than legal. Peppy may not be as quick as he use to be, but he compensates with a strong focus on defense.



Slippy

One minute Slippy with working on repairs in a Cornerian hangar, the next he was being whisked off to join Star Fox by two of his classmates, Fox and Falco. Slippy may not be the best pilot on the team, but he knows how to get the most out of an Arwing. Slippy's Arwing has plenty of extra armor so he can worry less about flying and more about surviving.



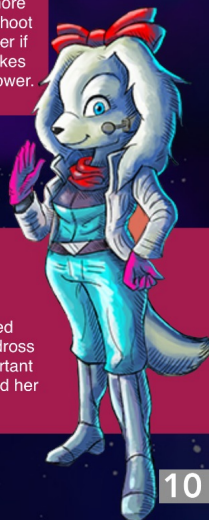
Miyu

After being kicked out of another gang, the Hot Rodders, for being "too crazy", Miyu found herself in much more understanding company with Falco. She tends to shoot first and ask questions later, leading many to wonder if she'd rather save a planet or just blow it up. Miyu likes her Arwing with plenty of speed and plenty of firepower.

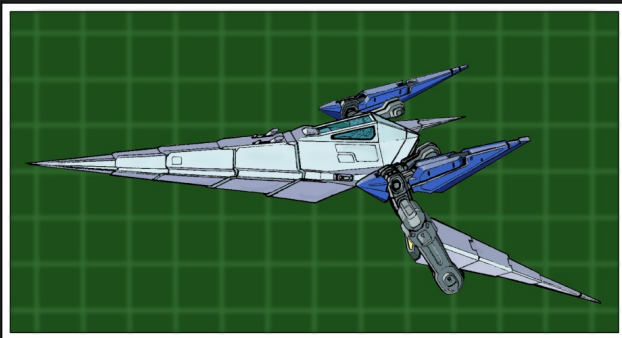


Fay

As the daughter of a wealthy Cornerian official, Fay enjoyed plenty of fast, luxurious speeders as a child. But when Andross attacked Corneria, she vowed to do something more important with her life. She made quick friends with Miyu, who shared her preference for fast, powerful ships.



Prototype Arwing



E-CHARGE



SHIELD



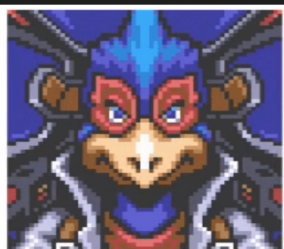
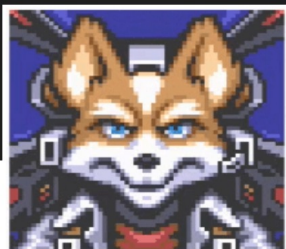
SPEED



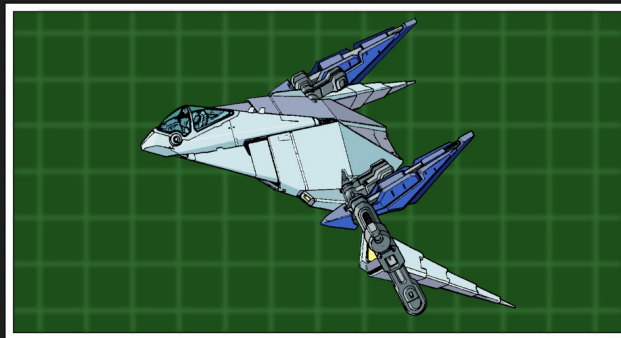
A well-balanced all-rounder with reliable handling.

Special Weapon

Smart Bombs



Armoured Arwing



E-CHARGE



SHIELD



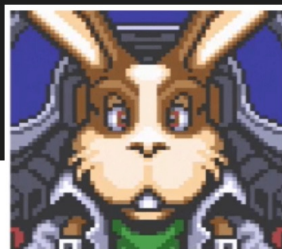
SPEED



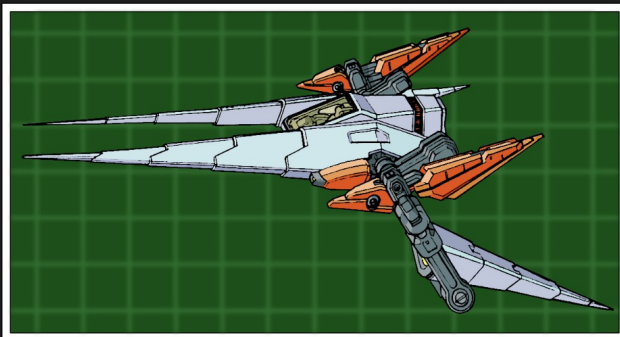
A craft with improved defensive capabilities that come at the cost of reduced speed and slower power-blaster charging.

Special Weapon

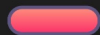
Space Relief



Light Arwing



E-CHARGE



SHIELD



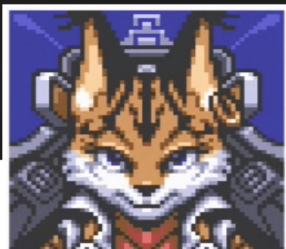
SPEED



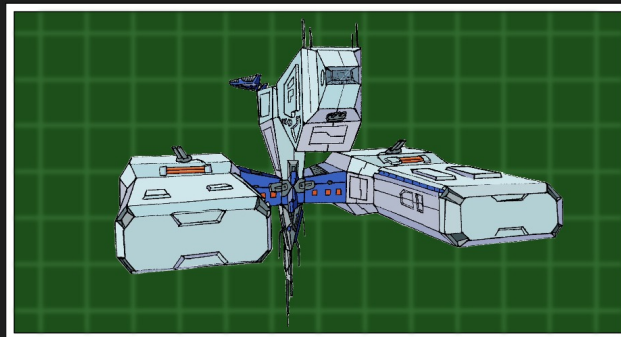
This swift craft boasts a speedy power-blaster charging time, but is able to endure less damage than the other craft types.

Special Weapon

Smart Shield



The Great Fox



Travel to The Great Fox if you need to recharge your shields. Due to its plasma engines, The Great Fox can be warped along with your Arwings to planets that aren't occupied by enemy forces. To do this, choose your destination with the Control Pad and confirm your selection by pressing the B Button.



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Worldwide Nintendo Coverage 24/7/365

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